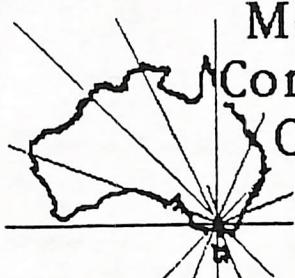


P.O. BOX 177, BOX HILL, 3128.

\$2.00

# MCCC NEWS

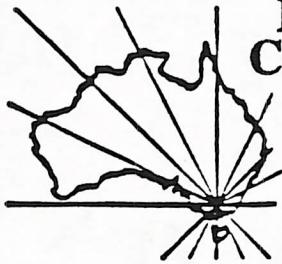
THE MONTHLY NEWSLETTER FROM THE FAMILY COMPUTER CLUB



Melbourne  
Commodore  
Computer  
Club Inc.

**DECEMBER 1994**

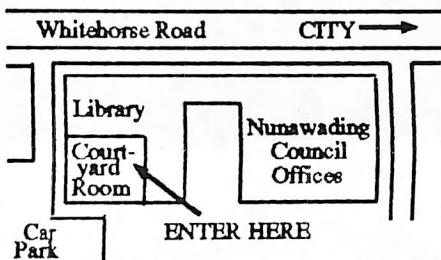
VIC 20 C16 PLUS 4 C64 C128 AMIGA



## Melbourne Commodore Computer Club Inc.

**Postal Address:**  
P.O. Box 177,  
Box Hill, Vic. 3128.

Club meetings are held on the second Wednesday of each month at the Nunawading Civic Centre in the Courtyard Room.



Meetings begin at 7.30 p.m.  
Please make an effort to arrive on time so the meeting can begin with no delays.

Contents of this newsletter may not be reproduced without the written permission of the Melbourne Commodore Computer Club Inc. Other clubs with whom we share reciprocal rights may reprint articles with acknowledgement.

All opinions expressed are those of the authors of individual articles and not necessarily those of the MCCC Inc.

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Dorothy Millard  
12 Venetian Court,  
Croydon, Vic. 3136.

Telephone (03) 725-0682  
Articles for the newsletter may be hardcopy (handwritten is equally acceptable), C64 or Amiga disk. All club members are invited to submit articles.

**Secretary:**  
Robert Morrow  
P.O. Box 651,  
Templestowe, Vic. 3106.

**DEADLINE FOR NEXT ISSUE**  
27th January, 1994.

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### **MEMBERSHIP FEES - Visitors Welcome**

\$35 per year Family Membership  
\$3 VISITOR (family - includes FREE Newsletter)

### **BENEFITS OF MEMBERSHIP**

- \* Monthly newsletter mailed to all members.
- \* Pedlar's trading table selling recycled computer wares and blank 3 1/2" and 5 1/4" disks at competitive prices.
- \* Magazine Library - Magazines are available for members to borrow.
- \* Access to the club's extensive C64 & Amiga PD libraries - club disks available at meetings for only \$2 each.
- \* Help is available to assist in solving problems.
- \* Computers for members' use.
- \* Monthly demonstrations

### **DECEMBER DEMONSTRATIONS**

Amiga - DPaint AGA

C64 - KIM (Keyboard Input Monitor) - A history lesson by George Flanagan.

**JANUARY MEETING** - This will be an informal meeting. Bring along your favourite software/hardware to show other members.

### **COMMITTEE FOR 1994/95 CLUB YEAR**

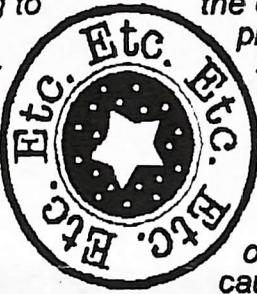
PRESIDENT .....	Bernie O'Shea
SECRETARY .....	Bob Morrow
SECRETARY'S ASSISTANT .....	Jim Davies
TREASURER .....	George Flanagan
EDITOR .....	Dorothy Millard
C64/128 LIBRARIAN .....	Shirley Young
AMIGA LIBRARIANS .....	Brett Eden & Darryl Hunter

PEDLAR/DISK SALES .....	
MAGAZINE LIBRARIAN .....	Grant Davies
PUBLICITY .....	Brett Eden
COMMITTEE MEMBER .....	Rob Jackson
COMMITTEE MEMBER .....	Leoni Parsons

I hope you like my Christmassy cover this month, this one appeals to me, being something a little different

MCCC News this month contains some very interesting items, in particular one called "The Birth of a New Hobby", written by a relatively new member Philip Seeley., I hope this will encourage other new members to write something for the newsletter.

On my C64 I use a Super Graphics Interface by Xetec to attach the printer. Unfortunately the setup whereby a red wire leads from the back of the disk drive plug to the cassette port to provide power, has always been problematic, causing me problems on a regular basis. Usually this means resoldering the connection all working again. On it just wouldn't work and moulded plug that goes into the back of the disk drive. I won't tell you of moulded plugs that cause of this I am at the moment unable to print using the C64 which means access to all the adventure solutions will have to be either by photocopying or they can be put onto disk. I have decided the latter is probably the easiest way, so if you are after any adventure hint sheets or solutions through the Help Line, ensure you either bring or send a disk to Dorothy, together with return postage if applicable.



Due to the Editor refusing to work over the Christmas break and problems with printing, there will be no newsletter in January but we will be holding a meeting. The January meeting will be informal and you are invited to bring along your favourite program and/or equipment to show others.

I apologise to the person who became upset because I didn't include their contribution to the newsletter last month. Sometimes it can be difficult to decide what to leave in and what to leave until the following month when room is tight, as it was last month, and with several long articles which were relevant to that meeting, the page limitation made it necessary to carry over a couple of items.

I am hoping to attend the BBQ and next meeting, but transport is a problem at the moment, as I don't have a car, so I trust you will understand if I don't make it.

Until February.....

## \$\$\$\$\$ PEDLAR'S CORNER \$\$\$\$\n

Make yourself some money and sell your superseded computer wares at Pedlar's Corner. Bring goods to be sold along at around 7.00 pm. and pick up your money and anything left at 9.15 pm.

Please complete a form detailing the goods to be sold and the price wanted. Forms are available from Pedlar and are printed periodically in the newsletter. Please also ensure that goods are labelled with your name and the price required.

Note a commission of 10% is payable to the club.

The Editor - Edition 2  
Buyer

# N e w s

The following information has been taken from Commodore Network Newswatch and is reprinted for your information.

## Gazette Disks

There have been rumours about the demise of the Gazette disk. The rumour of closure was the result of the sale of the "Compute" magazine and does NOT affect the Gazette disk, which is now an entirely separate entity. Note that the "Compute" portion of the name "Compute's Gazette" has now gone. Apparently they have sufficient subscriptions to ensure that the Gazette disk continues for the foreseeable future.

## Loadstar Disks

Advice seems to be that subscriptions are being maintained at a healthy level within North America. It seems though that the same can't be claimed outside of the North American continent due to the horrendous prices that need to be charged for foreign subscription due to the imposition of airmail postage. John Buckingham is doing a survey to determine how many people would be interested in subscribing to Loadstar if it were to be made available from a local address. If you are interested write to:

John Buckingham, Loadstar Survey,  
P.O., Box 244, Warilla, N.S.W., 2528.

If you would like a sample of Loadstar disks let him know but don't forget to include a couple of bucks to cover his costs.

## Q-Link Closes

News from the States is that the long-time doyen of Commodore on-line support services, Q-Link, is closing its doors to the Commodore 8-bit user. Q-Link has had a declining customer base for some time and hasn't been accepting memberships since August, so it has come as no great surprise.

---

Commodore Network is a dedicated C64/128 magazine published in Australia, which contains a

**Commodore Network Magazine**

good selection of technical information and articles on all aspects of C64/128 computing.

Articles in the latest edition include GEOS Genie, talking about geoPublish, A list of BBS's in Australia, Micro Mart where items for sale are listed, Clublinks, Page 128, Venturing Inn, where your adventure questions are answered, Superbase Snippets, A review of Commodore World magazine, Showcase, Bits & Pieces, PD Power, and Letters Link.

You can now pick up your copy of Commodore Network at club meetings. At \$3.50 it has to be a bargain. There is no need to order.

---

# *A Chat with the President*

We are now well into the December "feeling ready for holidays" season. Lots of social events, and talking with people who you see either too much or too little during the year. The season also for taking stock of our lives and activities, and planning the year ahead so it will be better or more successful than the year just past. How does this touch the lives of Commodore computer users?

Well, first of all, the MCCC at least is doing its bit on the Christmas social side. You are all invited to our last meeting of the year barbecue in the pleasant setting of the gardens outside our meeting place. Nunawading Council have provided the wherewithal to cook a meal, and eat it in garden surroundings, just a few steps away from our monthly gathering place - the Courtyard Room. This year the meat is not being provided by a generous member, so you will need to BYO everything. We usually have a good time (now we are over the run of wet December meeting nights!) so plan to be there about 6.00 pm.

When it comes to the planning of the year ahead, you might like to use the opportunity of a more leisurely chat to discuss what the club should be doing in the next twelve months. We still have the challenge of either keeping our members who have changed to another type of computer (and quite often keeping their Commodore as well), or attracting more of the thousands of people out there who own C64s or Amigas and need help and support in using them properly. Sometimes it's just a matter of pointing out that these are more than just games machines, and showing someone the useful printed output that can be produced, or the fun that can be had by playing with sound or graphics. Then of course there is the whole subject of programming, which seems to be missing from the lives of users of more modern machines. But how to let them know that we exist? If you know somebody who owns a C64 or an Amiga and doesn't realise what it can do, perhaps this December meeting and barbecue would be a good time to introduce them to the club.

The committee always wants to hear your feedback on general policy and also ways that things could be done better. The layout of the equipment at meetings, the order of demonstrations, whether we have too many or too few demos, your ideas on publicity, are all subjects where we might be overlooking an obvious deficiency. And of course, we are ALWAYS interested in hearing from people who can help in some way with the running of the club. Not necessarily big time-consuming jobs - just things like helping to connect the equipment and dismantle it at the end of meetings. You can carry on your conversation while doing it!! Perhaps storing something at your home between meetings, acting as a welcomer for new members or visitors, or maybe giving a demo of your favourite program sometime. We don't have too many "star" presenters amongst us, so you don't need to be worried about making an idiot of yourself. The subject doesn't have to be too technical (in fact, if it is, I won't understand it anyway!) just something you enjoy doing on your computer, and your fellow members will appreciate hearing a different voice and a different point of view at meetings.

Now some little bits and pieces before I go. First of all, I would like to thank Alan Share for the work he has done on the club's C128s. They were still working, and not up to the stage of needing emergency repairs, but they seemed to be showing definite signs of aging in the keyboard, and needing some tender loving care - the sort you would probably give your own machine, but that a club computer seems not to get. Thanks Alan.

A reminder that "Commodore Network" magazine will be on sale at the meeting. This November issue comes with a free disk of PD software - your choice of five different disks - tell Bob Morrow which you would like, and he will copy it for you. We also received copies of the October issue, which was missing from last meeting. So if you are trying to get a full set, obtain both at \$3.50 each. These will be at the trading table rather than the signing-in desk to avoid confusion with our own club magazine. See you next year..... Bernie.

# The Birth Of a NEW Hobby

by Philip Seeley

My dream computer was (dare I say it) an I.B.M. with a CD ROM. The heart was willing but the wallet was weak, for which I am now glad.

I bought my first Commodore 64 in February 1994 at the local Bittern Trash & Treasure Market. It consisted of a keyboard, data cassette and one program tape, total cost \$25. We had no manual or any instructions. After about a month the urge for program tapes grew, even though we were having fun typing in simple programs from a book we managed to borrow from the local library.

Keeping an eye on the Melbourne Trading Post we struck it lucky and picked up another Commodore 64, this time with 50 program tapes and yes at last a manual. We used the cassette system for quite some time, waiting as most would know up to 10 minutes for a program to load, sometimes delighted with the program loaded, and sometimes frustrated at having to wait so long for a program to load, only to find you didn't like that particular program. The answer as I was to learn was to load programs using a disk drive. As luck would have it my daughter's friend had a Commodore computer with slimline keyboard, 1541 disk drive and assorted programs and sold it to us for a very reasonable price.

My new hobby was growing fast, and learning to use the 64 was a slow process, a lot of trial and error. That is until I read an advert in the Trading Post for the M.C.C.C. A quick call to Bernie, who's friendly nature and obvious knowledge of the Commodore 64 made me

feel it was worth the 60 km journey, from Bittern to Nunawading, once a month.

Although the meeting I attended was thrown into chaos, due to the lack of an Amiga computer, I felt the people involved handled the situation very well. The talk Elaine gave on BASIC programming was entertaining and informative, and which my children Melanie and Mark enjoyed as well. We bought the October club disk, which we enjoyed immensely, especially the scrolling program using Koala Painter, a drawing program which we promptly bought from the Public Domain in Adelaide.

Just before the November meeting, I was looking in the Trading Post again. More luck came my way, another C64 complete with keyboard, disk drive, data cassette, and to make my system complete a MPS 1200 printer, which has opened up more doors for me. This one was a very good buy, the lot for \$100. I couldn't believe my luck.

The November meeting came by and this meeting well organised, and I met many people who were a fantastic help to me.

Hopefully there are a lot more people somewhere out there like myself, a late C64 starter. Let's hope we can find them so we can keep the "C64 ALIVE."

*What an encouraging article from Philip. It is really nice to know that the club is serving a need and that the Committee's efforts to help members are appreciated..... Ed.*

# *Reading and Changing the Cursor Position*

by George Flanagan

The C64 Kernel routine PLOT is badly named and badly described in the Programmer's Reference Guide. It was with this in mind that I described the operation of the SYS function last month, but now, after some reading and experimentation, I find you can do without SYS for reading and changing the cursor position.

To read the current cursor position, all you need to do is PEEK(214) for the row and PEEK(211) for the column.

You can place the cursor anywhere on the screen (except the top row) with the sequence: POKE 214,R-1:PRINT:POKE 211,C. Where R is the row and C is the column required, with the top left hand corner of the screen being row 0, col. 0. The order of the commands is important. While this places the cursor, that is, the next PRINT position at row R, col. C, it does not clear the line. SPC(C); may be used instead of POKE 211,C, but this does not clear the line either.

There is a Kernel routine, that clears a line pointed to by .X but this routine was changed in 1984 to correct "a certain bug in the screen editor." Perhaps it was the bug that caused the computer to "take off" when working on the last line. Does anyone know?

To clear line R, use the sequence POKE 781,R:SYS 59903. This must be done after the PRINT above. The following little program shows how reading and placing the cursor may be used:-

```
10 PRINT "NUMBER";
20 R=PEEK (214)
30 C=PEEK (211)
40 POKE 214,R-1
50 PRINT
60 PRINT SPC(C);
70 N=N+1:PRINT N;
80 GO TO 40
```

You will get an "illegal quantity in 40" error message if R=0 because you can't poke a negative number. You can poke 255, but it would be easier to PRINT CHR\$(19) to reach the top row. To be perfectly general, use POKE 214,R at line 40 and SYS 58732 at line 50.

Regarding last month's "Machine Language in 2 Bytes," there was an unfortunate omission in the paragraph describing the operation of the stack. There should be a full stop after "is pushed onto the stack." and a new sentence begins "When the RETURN command is executed this data is pulled off the stack and used." (There was an unexpected jump from one stack to the next!)

I am bringing to the December meeting my old KIM-1 "microcomputer module," built by Mos Technology Inc. in 1976, to promote their 6500 series microprocessors. They were taken over by Commodore Business Machines.

The KIM-1 was programmed in machine language (that may explain a lot to some people!) and you had to make your own arrangements about a TV display. An ordinary tape recorder was used to store and load programs and it had a magnificent 1 k.byte of memory!

The instruction books explained the operation of the microprocessor in great detail for each instruction, so if you ever wondered what those mysterious "(Ref: 2.2.1)" type comments above the ML instruction set tables in the Prog. Ref. Guide are all about, they refer to the Mos Technology Programming Manual from which the tables were taken. I'll bring the books too.



# *Commodore - The Past, Present, and what the future may hold*

by Brett Edward Eden

For those who have little or no knowledge on Commodores activities over the last 10 years or so, I have decided to compile a short article detailing the machines released by Commodore since the start of the 1980's. I have reviewed each machine, noting their good and bad points. It provides a good overview on Commodores attitude towards the personal computer market.

## 8 Bit Machines C16, +4, Vic 20 and C64

The success of these machines varied greatly from model to model. The C16 and +4's were cheaper alternatives from the C64, which was essentially the big brother of the Vic20, the machine that really carved C=’s niche in the computer market.

There were many 8 bit machines around in the early 1980's, yet the C64 was the one that really took off, and continued to shine through right up until the late 80's, which was quite surprising considering the Amiga 1000, a much more powerful unit, was released way back in 1984.

Even today there are many people that use the C64, and this is mainly because of it’s ease of use, and also because of the fact that it’s very inexpensive to maintain. The C64 will go down in history as undoubtedly the greatest of all 8 bit machines to have ever reached the market, and with great success...

## The Amiga 1000, 500 and 2000

The A1000 was released in 1985 here in Australia, and was the most powerful PC on the Market, having graphical and hardware capabilities that none of the IBM-style units gained until the late 1980's... However, because of lack advertising and promotion on C=’s part, it didn’t do all that well in Australia, despite it’s very handsome price tag (around \$1000), which at the time presented a real bargain compared to the PC units, which were retailed at about \$2500-\$3000. Remember those advertisements starring John Laws, in the mid 1980's for the Amiga? Well, a bit more of that would have solved many of Commodores problems, as very few people, even these days, have little

or no idea of what the Amiga is capable of. The A500, and A2000 fall into the same category, being more or less identical in chipset architecture and ability (All 7mhz 68000 processor capable).

## The Commodore 65

Oh dear. What happened here? Commodore made a very big mistake in releasing this machine when they did - 1991. For those who don’t know what the C65 is, it’s basically a cross between a low level Amiga and a C64. It maintains the same ROM architecture of the C64, but possessed many graphical modes and graphic emulations that the Amiga had. The timing was all wrong - Commodore were getting ready to release the AGA chipset Amigas, and then went and spent X dollars and manpower producing a machine which would have ultimately failed on the market. Sadly, a very bad move...

## The Amiga 3000

Finally Commodore took the plunge and released an Amiga with a faster, more powerful processor in it - The Amiga 3000. It was basically the same as the A1000, A500 and A2000, except it had the 2 Meg AGNUS chip (Allowing 2 Megs of Graphic (Chip) Ram), the Super Denise chip (Allowing extra screen modes) and the Workbench 2.0 ROM - Commodores new and revolutionary operating system. Workbench 2.0, even now days, it makes other platforms GUI systems, like Windows, look very slow and primitive - because of it’s ROM based architecture.

The Amiga 3000 sold very well for those who could afford it at the time, since the bulk of the price came from the processor that was hidden inside (68030EC running at 25mhz) - around \$3000 when first released.

## The A600

Another one of Commodores ‘Bad Apples’ - The Amiga 600 was a revamped model of the Amiga 500. Released in 1991, it has essentially the same features as the A500, except it has the 2 Meg AGNUS Chip (Allowing for 2 megs of CHIP RAM), the

## Commodore - The Past, Present and what the future may hold by Brett Edward Eden (Continued.....)

super Denise chip, and expansion for an internal 2.5" IDE Hard-Disk. It also has a PCMCIA (Credit Card Slot) on the side of the unit, allowing for memory expansion and the use of PCMCIA peripherals.

However, because of it's lack of expandability (Impossible to change from the 68000 processor, so you're stuck at 7mhz) and the ceiling limit of 8 Meg RAM, the A600 was really a timebomb waiting to go off. It also sadly lacked the numeric keypad found on the other Amiga keyboards.

### The CD32, A1200 and A4000

In the early 90's, Commodore realised that something had to change in the Amiga... and change it did! The CD32, A1200 and A4000 all had the new chipset - AGA (Advanced Graphical Architechture), which took the Amiga right into a new age. Better graphics, faster screen displays, and much more power.

AGA allows 16,800,000 colours as well and many other technical features, and is ideal for graphics. Babylon 5 - featuring Wednesday 30th November on Television, was done entirely on Amiga 4000's with Video Toasters and Warp Engine Accelerators (68040 processor at 40mhz).

The CD32 was different from the other two machines, it was a games console - or at least that's what it was released as! It is also capable of showing CD+I disks, movies on CD, wonderfully! It also handles multiplatform CD's, like those from MAC and IBM PC machines.

An additional piece of hardware has just

been released for the CD32, allowing you to add a parallel port, serial port, hard disk, and SCSI connector and keyboard! This more or less turns it into fully blown Amiga Personal Computer!!

Commodore also released the A4000 Tower this year, but as I don't have much information on them (they are unavailable in Australia) I cannot comment on them. All I know from having spoken to MVB Computers is that they suffer from compatability problems with some graphics/accelerator boards and have been considered a replacement for the standard A4000, which has memory access problems.

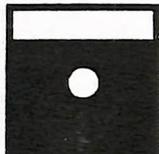
### The Future

Is very cloudy. Until the outcome of Commodores negotiations are clear, nothing can be said. The only remotely feasable piece of information regarding Commodore released lately was from David Tiberio - Amiga guru of many degrees. He says that Commodore intend to release the A1300 machine, which is more or less an A1200 machine, with 68030EC 25/33mhz processor fitted and a internally built CD-ROM unit. This could be a mistake - as Commodore had the intentions of releasing a new chipset this year - the AAA, which is difficult to describe, apart from the fact that it's capable of graphics that more or less make SVGA/AGA look very old and dated. Because of the rocky and rather unstable path that C= have been on for the last 3-4 years, this was impossible. The best thing to do right now is just wait.



BLANK  
DISKS

5 1/4"	\$6 for 10
3 1/2" Double Density	\$9 for 10
3 1/2" High Density	\$9 for 10



Please help by bringing the right money if possible

## **EXPOSING ELAINE AND DOROTHY (AS IT WERE)**

by Elaine Foster

In my article "Exposing Basic in a C64", Part I, a few errors crept in, some mine, some Dorothy's. If you typed things in as requested this gave you some fine practice in simple troubleshooting: those problems are called 'bugs'. If you have not yet typed anything in, do so now after making the following changes; it is easy and the only way that you are going to learn how to programme.

Because of the limitations of word processors, the listings as printed would not be the same as when you typed them in. There are, of course no spaces between anything except things in quotation marks, 'strings'. For a given line number all of the characters shown were to have been typed in one continuous keyboard line (which would have sometimes run over to two screen lines). You can put in extra spaces, but they only take up unnecessary room; the computer will ignore them unless they appear in a string.

### **ERRORS:-**

P. 8, Column 1: Y=5 (not V=5).  
A\$="PIECE" (not "PIECE". Try it both ways and see what happens).

P. 8, Column 3: After 1000 LIST please add the following sentences:

and then RUN this programme. The printer will print a translation of the cursor graphic symbols.

P. 9, Column 1: Change lines 30 and 40 as follows:

```
30 PRINT"[6 dn]":REM MOVES CURSOR 6 LINES DOWN FROM HOME
40 PRINT"[9 rt][SHIFT/U][17 SHIFT/*]
[SHIFT I]":REM TOP OF GRAPHIC
```

If you had omitted those extra quotation marks you would have got a SYNTAX ERROR or more on a line than expected. Try it both ways now and see whether you could have trouble-shot it yourself.

P. 9, Column 2: "Insert STOP at various places in the programme..." etc.

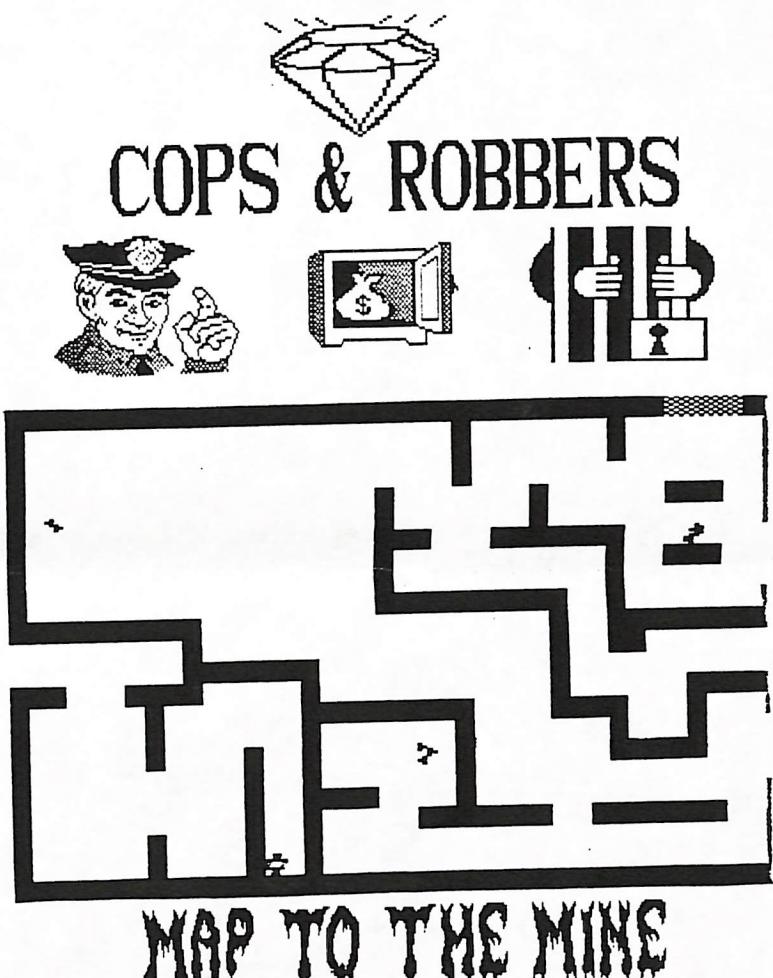
That's all. Now I know why perfectly reputable computer magazines have trouble with listings; they are terribly difficult to compose or to copy completely accurately. I have a trick to avoid this when I publish a long listing: there is a method where you can translate a listing into a format the word processor can copy. Then you simply copy that exactly into the article, and presto, no errors (probably).

When you are debugging your own programmes, and you get (for example,) a SYNTAX ERROR IN LINE 30, you have to put the cursor over every single character in that line and compare it with what you ought to have. It is possible to overlook an error repeatedly!

## Exposing Elaine

While I am about it, here is a simple way you can instal a RESET button, allowing you to reset your computer without turning it off and on again. On p. 153 or 154 of your "Commodore 64 MicroComputer user Manual" you will find various connections which are made to the Cartridge Expansion Slot or to the Serial I/O socket. There you will see that one of the connections is called "RESET" and one (or more) is called "GND". The RESET button is simply a small momentary-on pushbutton which shorts the Reset terminal to the Gnd one. The switch can be located anywhere on the case where it is quite clear of absolutely everything else *when the cover is firmly in place*. When you use this button, press it ONLY MOMENTARILY. It is very useful, but if you hold it down for a while you will fry your computer, an expensive exercise.

I am purposely not giving details of the installation. If you do not know how to do this expertly you will blow up your computer. Get someone who knows how to do it for you, or I guess I can for \$10 each.



Thanks to Shirley for sending in this map.





## C64 December Club Disk

### A Review by Dorothy Millard

This month's club disk has a holiday flavour and would be perfect to set up on the computer over the Christmas holiday season.

#### MONSTER XMAS CARD

This is a fun graphical Christmas Card. It plays a tune but I'm not sure what. I assume it is a Christmas song, but after listening to it several times I still can't place it. A prize for the person who can tell me the name of the song. Yes I'll give them a FREE copy of the newsletter. Seriously though I would like to know what it is supposed to be.

#### MERRY CHRISTMAS

This is a simple program that sings Merry Christmas to you. What more can I say? Oh yes, it also draws a pretty Christmas Tree.

#### SID PIC V3.4

After loading this program you are presented with a well drawn picture and then the computer starts playing Christmas music.

#### Availability

The above disk is available at the club meeting from the C64 Librarian for only \$2.

#### Catalogue Disk

A double sided catalogue disk of the club's C64 public domain software is now available at each meeting from the Librarian. ONLY \$2 each.

#### Back Issues

Back issues of all MCCC monthly disks are available from the Librarian, however these may need to be ordered.

Music includes:

Joy to the World  
Away in the Manger  
First Noel  
Adeste (Oh Come all Ye Faithful)  
God Rest Ye Merry Gentlemen  
Holly Jolly Christmas  
Angels on High  
O Little Town of Bethlehem  
Silent Night  
Auld Lang Syne

On the whole the graphic for each carol/song is well drawn and words are printed on the screen at the bottom so you can sing along.

It is a pity about the constant flicker on the screen as you watch, due to the high resolution screen. It occurs between the picture and text windows. This does not detract, however, from an excellent rendition of Christmas carols/songs which I thoroughly enjoyed.



# Christmas Messages

## from the Committee

Best wishes for the holiday season, and may you get what you want from Santa. I hope we see you all next year, ready to learn more about our favourite computers.

*Bernie O'Shea, President.*

Have a wonderful yuletide and I hope Santa brings all of you lots of computer related goodies.

*Brett Eden,  
Amiga  
Librarian.*

Merry Christmas and a Happy New Year - don't forget your C64 Xmas disk.

*Shirley Young,  
C64 Librarian.*

All the best for the holiday season and don't forget your raffle tickets.

*Jim Davies, Secretary's Assistant.*

A very Merry Christmas and a Happy New Year to everyone. Have you considered borrowing some magazines to read over the holiday? - a good time to catch up!

*Grant Davies, Magazine Librarian.*

I hope Santa brings you lots of Amiga goodies. Enjoy the Christmas season.

*Darryl Hunter, Amiga Librarian.*

Wishing you all every success and happiness over the Christmas season and throughout 1995..... *George Flanagan, Treasurer.*

All the best for Xmas and the New Year - pass on the good news to all your C64/128 friends about our unique club!  
*Leonie Parsons.*

A very Merry Xmas and a Happy New Year to all our members.  
*Bob Morrow,  
Secretary.*

Now that the holiday season has crept up upon us once again, I would like to take this opportunity to wish all readers of MCCC News, both within the club and other clubs with whom we exchange newsletters, a very HAPPY CHRISTMAS and a SAFE NEW YEAR.

It is pleasing that after another year as newsletter editor I receive such enthusiastic support from members and lots of interesting articles to print. Long may it continue!  
*Dorothy Millard, Newsletter Editor.*



# Melbourne Commodore Computer Club Inc.

If undeliverable return to:

P.O. Box 177,  
BOX HILL, VIC. 3128.



R. ALPHEY,  
439 PUNT RD,  
RICHMOND,

3121.

## C LUB MEETING DATES FOR 1994/95

12th January, 1994.	9th February, 1994.	9th March, 1994.
13th April, 1994.	11th May, 1994.	8th June, 1994.
13th July, 1994.	10th August, 1994.	14th September, 1994.
12th October, 1994.	9th November, 1994.	14th December, 1994.
11th January, 1995	8th February, 1995.	8th March, 1995.

### Please Note:

All club meetings are on the second Wednesday of each month in the Courtyard Room, Nunawading Civic Centre, Whitehorse Road, Nunawading. The meeting room is available between 7-11 p.m.